



Daisy | It's Your World-Change It! | Welcome to the Daisy Flower Garden

Outcomes achieved: Girls seek challenges in the world.
Girls develop healthy relationships.

Materials: Bandanas or blindfolds.

Activity 1: Camper Scamper

Leader's guide: Session 2 (pgs. 49-53)

This activity is the same as the Garden Scamper activity in the leadership guide on page 53. Have the girls create two lines facing each other. You will call out an animal that lives in the woods. The 2 girls at the end of each line will run up the middle of the two lines in the same manner as that animal. When they reach the head of the lines, they may choose the next animal to call out.

Prompting questions:

Encourage them to make the noises of the animals they are imitating as they scamper.

Activity 2: What's at the Campsite?

Leader's guide: Session 4 (pgs. 64-69)

Pair the girls off in groups of no more than three. One girl will be the leader in their group and the other girl or girls will be blindfolded. The leader will take the blindfolded girls around their camp unit, and have them touch different things to figure out what they are. The leaders can give hints, but they shouldn't tell what the objects are. Encourage the leaders to give hints as to what the object might be used for. Have them take turns so that everyone gets a turn.

Prompting questions:

Did you prefer leading someone else or being led? Why?

When you were being led around, what hints were most helpful in deciding what an object was?

How did the campsite seem different when you couldn't see it?